

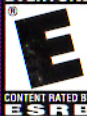
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NTSC U/C

PlayStation

EVERYONE



SLUS-01463
61003

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SHREK

Treasure Hunt



TDK
IMPULSE

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HANDLING YOUR PLAYSTATION DISC:

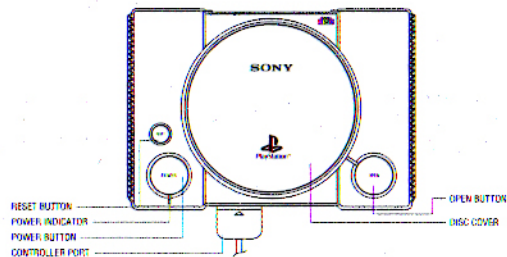
- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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Getting Started



SETUP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Shrek® Treasure Hunt** disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow the on-screen instructions to start a game.

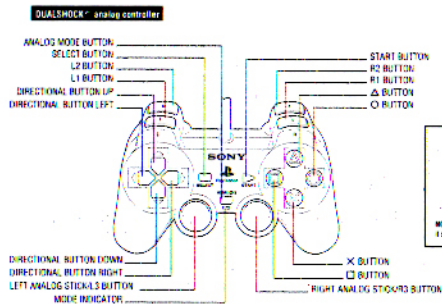
CONTROLLERS

Shrek® Treasure Hunt uses Controller port 1 only. Analog controllers (DUALSHOCK®) can be used, but are not required. If the analog function is activated on a DUALSHOCK® controller, the left stick can be used in place of the directional pad.

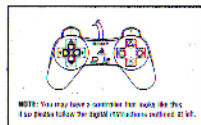
MEMORY CARD

A memory card, sold separately, is optional for the **Shrek® Treasure Hunt** game. A memory card can be used to save and resume a game at certain points so that progress is not lost. Do not insert or remove a memory card while loading or saving a game because problems may occur.

Controls



NOTE: Compatible only in Digital and Analog mode.



MENU CONTROLS

Up:	Directional button up	Right:	Directional button right
Down:	Directional button down	Accept or Select:	⊗ button
Left:	Directional button left	Back or Cancel:	⊙ button

EXPLORATION AREA CONTROL

Much of **Shrek® Treasure Hunt** consists of large exploration levels in which the player uses the controller to maneuver Shrek across and around various types of terrain. Use the following controls for these types of areas:

Run forward:	Directional button up
Walk forward:	Directional button up + ⊕ button
Jump:	⊗ button
Pause:	START button
Map Display:	SELECT button

These are the controls for Controller Setup 1. You can change Controller Configurations in the Options Menu (see page 5).

Main Menu

From the Main Menu, you can begin a new game, load a previously saved game, or change the game options. Use the directional buttons to highlight an option, and then press the \otimes button to confirm.

Mini-Game Controls

All of the fun challenges in **Shrek® Treasure Hunt** use different controls. These controls will be explained on screen before each Mini-Game. You can also find explanations of the Mini-Games.

New Game

Selecting this will take you to where Shrek is standing outside of his swampy home. The big ogre was planning a picnic with his beloved Princess Fiona™, but the Three Blind Mice borrowed the materials for the picnic. To make matters worse, they lost them all over the swamp! The player will control Shrek on a treasure hunt to find all the missing picnic items. Only when all the picnic items are found will Shrek and Princess Fiona be able to enjoy their picnic.

Options

Press the \otimes button to bring up the Options Menu, which has all the settings that you need to tailor **Shrek® Treasure Hunt** to your own tastes. See next page for details.

Load Game

If you have previously saved a **Shrek® Treasure Hunt** game onto your Memory Card, you can load it and continue on your hunt! See Saving and Loading on page 11 for more information.

Options Menu

There are five options to choose from.

Music

Press the \otimes button to access the Music Menu. Use the up and down directional buttons to adjust the volume of the background music.

Sound Effects

Press the \otimes button to access the Sound Effects Menu. Use the up and down directional buttons to adjust the volume of the game's sound effects.

Controls

Press the \otimes button to access the Controls Menu. Use the left and right directional buttons to choose between three basic control configurations. These configurations do not apply to some mini-games. Each mini-game has specific controls that will be displayed before it is played.

Difficulty

Use the up and down directional buttons to toggle the Difficulty level between Easy and Hard.

Vibration

This function applies only to DUALSHOCK® analog controllers and other controllers that support a vibration function. Use the up and down directional buttons to toggle the Vibration function between On and Off.




How to Play








A New Game will start Shrek in the Swamp Hub. There are ten other swamp areas that you will visit throughout the game. Each of the ten areas has one of the picnic items hidden within. The places where Shrek can travel between swamp areas are marked with signs telling the player what area they can go to.

Mini-Game Areas

When you find a Mini-Game Area, you will see a sign. The sign tells you what kind of Key Item Shrek needs to collect to unlock the Mini-Game. Press the Select button to view how many items you have collected on the map screen. The Mini-Games are described on pages 8-9. Some items may be in places that Shrek can't get to. You must finish a certain mini-game to unlock a path to these items.

The Key Item

	ITEM	NEED	MINI-GAME UNLOCKED	IN AREA
	Lava Ball	10	Cross the Rope Bridge	Abandoned Tower
	Pumpkin	20	Catch the Worms	Tree Hollow
	Key	30	Collect the Armor	Waterfall

	ITEM	NEED	MINI-GAME UNLOCKED	IN AREA
	Candy	16	Cotton Candy	Fields
	Knight	16	Knights' Stand	Knights' Tent
	Dwarf	16	Tug of War	Old Mine Shaft
	Horseshoe	20	Swing on Chains	Wooded Area
	Cheese	10	Three Blind Mice	Main Swamp
	Fishbone	10	Swamp Fishing	Ancient Overflow
	Onion	16	Catch Some Weed Rats	Shrek's Outhouse

Mini-Games

Once you unlock a Mini-Game in an Exploration Area, you can attempt the mini-game! Most of the mini-games are different kinds of challenges for Shrek to beat within a certain amount of time. Beat the Challenge and you will be rewarded with a picnic item. Collect 10 picnic items to win the game. If you fail at a Challenge, don't despair: You may try again as many times as you like. Controls are displayed before each Mini-Game.

Tug Of War

OBJECT: Watch the arrows at the bottom of the screen. As each one enters the target box, press the corresponding directional button. The more correct presses, the harder Shrek pushes the casket. Shrek must push the casket all the way to the right to win.

Cotton Candy

OBJECT: Turn Shrek toward the buzzing flies. When the target turns orange, swing the Cotton Candy! You must catch 6 flies to win.

* Catch Some Weed Rats

OBJECT: Move Shrek toward a weed rat and jump on it! You must stomp on 10 weed rats to win.

* Collect The Armor

OBJECT: Avoid the Dragon and collect 7 pieces of armor. Once you have all of the armor, Shrek still needs to find the exit. If Shrek exits the Challenge without all the armor, you will have to try again!

Swamp Fishing

OBJECT: Catch 4 fish. Watch for the pond ripples and move the target onto them. Then reel your fish in! Sometimes you might get some swamp junk instead. There is no time limit for this game.

Catch the Three Blind Mice

OBJECT: Lure each mouse into your range by duplicating the button pattern shown on screen. Catch all three to win the game.

Catch the Worms

OBJECT: Turn Shrek toward the crawling worms. When the target turns into an X, try to grab one! You must catch 10 worms to win.

* Cross the Rope Bridge

OBJECT: Help Shrek get all the way across the bridge. Jump across holes in the bridge and avoid fireballs.

Knights' Stand

OBJECT: When you see a knight, move your target onto him. When the target locks on, throw a tomato at the knight to score a point. 10 points win the Challenge.

* Swing on Chains

OBJECT: Jump over pits and swing on chains to get to the end of the Challenge. Be sure to avoid the fireballs!

* Controls are affected by settings in the controls sub-menu of the Options Screen (see page 3).

The Swamp Map

At any time Shrek is in an Exploration Area, pressing the SELECT button will bring up the Swamp Map. The flashing Shrek icon shows Shrek's current location. The bar at the bottom shows how many of each key item you have collected. Pressing up and down on the directional buttons will scroll through all the Key Items. Pressing the SELECT button again will return the player to the game:

Power-ups

These items can be found in the Exploration Areas.

ITEM

Spring
Shield

ABILITY

Enables Shrek to jump higher for a limited time.
Swamp Critters will not be able to harm Shrek for a limited time.

Swamp Critters

All of the Exploration Areas are filled with weird beasts. If they run into Shrek he will be knocked back and stunned for a moment. When playing in hard difficulty setting, Shrek will lose 1 item if he has any items that belong to the area he is in.

Pausing, Saving and Loading a Game

Pause Menu

While in any Exploration Area during any Mini-Game, you can press the START button to pause the game. The Pause Menu appears. From the Exploration Area Pause Menu, you can Quit Game, which will return you to the Main Menu, or Save Game (see below for details on Saving and Loading). From any Mini-Game Pause Menu, you can exit to the swamp which will take you to the corresponding Exploration Area. Use the START button or the triangle button to resume normal gameplay.

Saving and Loading

Shrek® Treasure Hunt enables you to save data during a game with the use of a memory card (sold separately). Insert a memory card into memory card slot 1 of the PlayStation® game console before you attempt to save or load a game.

The **Shrek® Treasure Hunt** file uses one block of memory on the memory card. This file keeps up to four saved games.

Saving

The Save Game menu is accessed from the Pause Menu. Once here, use the directional buttons to select the Save Game slot where you would like to save and confirm with the \otimes button.

Loading

The Load Game menu can be accessed from the Main Menu. Once here, use the directional buttons to select the Save Game slot from which you would like to load. If there is no memory card with a **Shrek® Treasure Hunt** file, you will be prompted to provide one.

Notes

Credits

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The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

ONLINE SUPPORT

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com. Customer service information and answers to frequently asked questions can be found here.

EMAIL SUPPORT

A representative will promptly and personally answer email inquiries. Requests should be emailed to support@tdk-m.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

Live representatives are available by telephone 7:30am - 6:00pm Pacific Time at (818) 707-7063.

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Before sending a disc for replacement, it is highly recommended that you contact the Product Support Department. Many issues can be quickly resolved with some troubleshooting.

If it is concluded that a disc is defective, TDK Mediactive will replace the disc at no charge as long as it is within ninety (90) days of purchase. Please mail a copy of the dated receipt, the CD, and a brief letter with an explanation of the current situation, a return address, and phone number. Please indicate whether a replacement or refund is being requested.

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Westlake Village, CA 91361
Attn: Product Support

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